

Neopets Style Icon-Based Pet Battling

Idea: Keep this simple and based on the neopets formula of equipping items that deal icons of a particular elemental type. Incorporate some pokemon elements including base stats and species-based abilities and passive bonuses

ALSO: TRANSFER MOST/ALL OF THE OTHER MECHANICS FROM ARKHON MONSTERS, EXCEPT COMBAT. MAKE THE COMBAT AND PET MECHANICS FAR SIMPLER. ESPECIALLY TRANSFER THE PROFESSIONS/GAME WORLD MECHANICS FOR PETS/MONSTERS.

- Each player controls a pet of some species
- Each species has its own special bonuses and abilities it can acquire
- Items and abilities generate icons; some icons can be consumed by other abilities or items to activate further effects. Remaining icons deal damage based on the user
- Pets can have multiple abilities at a time. There are Basic species abilities (all members of a species have these abilities) and acquired abilities (pets of this species can acquire them through game mechanics).
- Each turn, generate 8 stars which can be spent on using equipped items or abilities. Some mechanics can generate more stars, save stars for later, or otherwise manipulate them. Could change from 8 to a number determined by the pet's stats.
- Items can generate icons or have other effects. Items can have requirements, such as stat or species requirements, or require certain abilities, in order to be usable in battle.
- Pets also have powers/abilities that can be used in the main game world outside of combat. This will also be affected by species, form, and stats.
- Some forms of pets will be extremely rare and sought after. Some forms can be acquired by using items on pets similar to how paintbrushes work in Neopets.
- Pet mechanics overall inspired by a mix of Neopets and Pokemon.

Example: Fish-themed species:

Abilities (can have multiple)

- unblocked water icons deal +20% damage.
- Resist: Fire (-50%), Water (-75%), Air(-25%)
- Weak to: Electric (+50%), Nature (+100%)
- Water surge (on use): Convert 7 water icons into 2 stars

Stats:

Pets have several stats:

Health

Offensive Stats

Attack

Magic

Intelligence

Dexterity

Defensive

Defense

Resilience

Other:

Speed

Skill

Pets will have a base stat distribution determined by their species. Pets can train a total of [X] additional stat points distributed amongst all the stats except health, which has unlimited training potential.

Items that generate icons will also have a scaling factor for each offensive stat. This determines how the corresponding stat affects the damage output associated to the icon. The scaling levels are:

Multiplicative:

S: 1.25, A: 1.1, B:1, C: 0.85, D: 0.65, E: 0.45 R: 0

Exponential:

S: 1.09 A: 1.05 B: 1 C: 0.95 D : 0.9 E: 0.85

For example, S tier scaling gives a

In general the damage calculation takes place roughly as follows, for each weapon, and each stat:

$$\text{normalizer} * [(\text{tier scale for stat}) * \sum \{\text{icon types}\} ((\text{base damage tier for type} + \text{additive type bonuses}) * \# \text{ of icons of that type} * (\text{multiplicative type bonuses}))^{\text{exponent type bonuses}}]^{\{\text{exponential tier scale for stat}\}}$$

The actual damage will be determined by some combination of the damage from each stat. Possible options include:

- An equal weight contribution from each (favours mixed attackers)

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Example: A pet uses an item which generates 8 water icons. It has A multiplicative scaling with intellect and R with all other stats. It has +20% damage dealt with water icons. None are blocked or otherwise affected. With 700 intellect, it generates:

Similarly, items that block icons have a scaling factor for defense and resilience. Defense contributes to blocking the damage contribution of attack and dex, while resilience blocks magic and intellect damage.

Stat training cap:

Pets can add a total of

- Add some mechanic to possibly allow bonus training, but make it exponentially more difficult to add points and restrict what they can affect. For example, pets can add unlimited amounts, but have to lower their stats via a slider to the required sums for battle (essentially they can “choose” their stat build for the battle by adjusting a slider to decide which stat points they take into this battle). It gets exponentially more expensive to train more stat points after a certain point.